
Title: Martial Doctrine II

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Roles of the Warrior,
Standard Formations
In battle a Jukan warrior
must be fierce, unyielding,
and passionate, but should
not become bloodthirsty
nor engage in wanton
destruction or bloodshed.
A Jukan warrior's task
is to defeat the enemy,
not slaughter the helpless,
for there is no Honor or
glory in such. A Jukan
warrior must take care
of his tools of war and
attend to his talent for
battle, ever increasing his
skills and training to
better himself for each
battle to come. His tools
of war shall be the spear
and sword, and strong
armor to be kept to its
top shape. A Jukan's
armor and weaponry
should represent his
ability, and as such his
weapons must be kept as
sharp as his wits, and his
armor as stalwart as his
spirit. On the battlefield,
a Jukan Warrior should
do his best to protect
his Warlord and to
protect those of the
Mage class whom support
them on the battlefield.
It is the Warlord's duty
to bravely lead his people
against the enemy, and
the warriors and mages
will support him in his
fight, giving healing magic
and blessings upon the
Warlord.
The White And Black
Duels
It is always a Jukan

Warrior's right to challenge another with the rite of the Sacred Duels, be they a White Duel or a Black Duel. The duels are the same in that they are challenges of Honor and prowess between two warriors. The initiation rites of both the White and Black Duels are begun by challenging the opponent, either directly or through message, and leaving a white or black silk scarf to signify which duel is being invoked, which the challenged must take up to accept the duel. There is no explicit dishonor in refusing a duel if the terms are inequitable, but it is rare for such an occasion to come about when there are equitable terms for both parties. The duels are over when either party yields or is slain in combat. In the case of the White Duel, if either party is unable to continue fighting due to injury or unconsciousness lasting more than a brief respite, the duel is over and the loser declared. In the case of the Black Duel, only a yielding opponent or a dead opponent can be declared the loser. In the White Duel, the challenge is publicly acknowledged and observers and witnesses allowed and often encouraged. The White Duel is a public and open challenge, and the terms of the challenge are free to be shared by both opponents, winner and loser. White Duels are almost never declined, as often they are more matters of

skill, competition, and demonstration instead of as matters of diplomacy or secrecy. A White Duel may be declined, but declining a White Duel should only be done in circumstances where the situation is clearly unequal or the conditions are blatantly unfair to one or both parties.

In the Black Duel, the challenge is often made in secret, warrior to warrior, and they meet in private to settle the duel. The duel is to be conducted in seclusion and neither party is to disclose the stakes until the duel has been settled.

A Black Duel is only concluded after one party yields or is killed; The loser of the duel is bound by secrecy about the duel itself and the wagers, while the victor is free to discuss as much or as little as they so desire. Black Duels are much more rarely invoked than White Duels, and usually only over matters of grave importance or of personal Honor between the two combatants. A Black Duel can last for as long as neither party yields or dies, and there is no time limit. Black Duels are far more often declined than are White Duels, due to the higher stakes.

In either duel, if the loser does not abide by the terms they have officially betrayed their Honor and duty as a Jukan Warrior, and will have any rank stripped from them before being exiled in disgrace. The duels are often used by warriors as a form of

diplomacy and as a way to negotiate battles or reprieves, and Black and White Duels have often been an impetus of change for the fate of the Jukan clans.